CMPSC-265 Data Structures and Algorithms

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Notice

- HW7 posted. Will be due on next Sunday midnight.
- Midterm_Exam1 will be held on:
 - Time: Oct 23rd (Wednesday)
 - Location: the same classroom
 - Topics:
 - The 1st week to this week's topics

Recap

Merge Sort

Learning Topics

- Discussion on Quiz 2
- More on Quick Sort

Quick Sort

Basic idea:

- Partitioning (rearrange) the array into two subarrays, and then sort each subarray independently and recursively.
- When the two subarrays are in-sort, the entire array is sorted.
- Different from Merge sort where the array is divided in half, in quick sort, the position of the partition depends on the contents of the array.

Quick Sort

Property:

- Also follow the divide-and-conquer paradigm.
- Often use recursion
- An in-place algorithm
- Running time is nlogn on the average for an array of length n.
- Popular, and more often than other sorting algorithms.
- It is Quick, quicker than other sorting algorithms in typical applications.

Quicksort Algorithm

Given an array of *n* elements:

- If array only contains one element, return
- Else
 - pick one element to use as pivot.
 - Partition elements into two sub-arrays:
 - Elements less than or equal to pivot
 - Elements greater than pivot
 - Recursively Quicksort two sub-arrays
 - Return results

Quick Sort

• The recursive algorithm

```
public void quickSort(int arr[], int low, int high)
{
    if (low < high)
    {
        //partition
        int index = partition(arr, low, high);

        // Recursively sort each partition
        quicksort (arr, low, index-1);
        quicksort (arr, index+1, high);
    }
}</pre>
```

Quick Sort

- Two key processes:
 - How to pick a pivot?
 - There are many different ways to choose a pivot, and often we choose to use the first element in the array (subarray).
 - Can always choose the first one
 - Can always choose the last one
 - Choose a median one
 - How to do partition?
 - Goal: partition elements into two sub-arrays:
 - Elements less than or equal to pivot
 - Elements greater than pivot
 - How to do it?

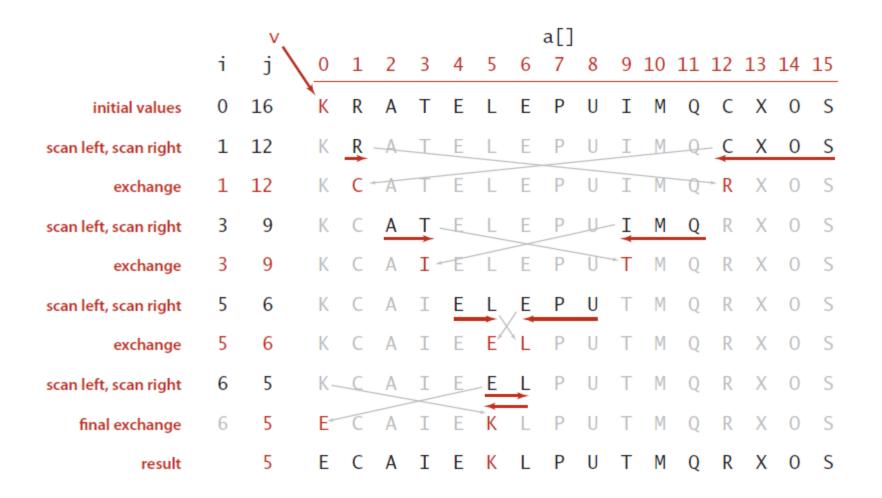
Quick sort: partition code

```
private static int partition(Comparable[] a, int lo, int hi)
{ // Partition into a[lo..i-1], a[i], a[i+1..hi].
  int i = lo, j = hi+1; // left and right scan indices
  Comparable v = a[lo]; // partitioning item
  while (true)
   { // Scan right, scan left, check for scan complete, and exchange.
     while (less(a[++i], v)) if (i == hi) break;
     while (less(v, a[--j])) if (j == lo) break;
     if (i >= j) break;
     exch(a, i, j);
  exch(a, lo, j); // Put v = a[j] into position
                       // with a[lo..j-1] <= a[j] <= a[j+1..hi].
  return j;
```

Example of partitioning

```
436924312189356
choose pivot:
                 4 3 6 9 2 4 3 1 2 1 8 9 3 5 6
search:
                 4 3 3 9 2 4 3 1 2 1 8 9 6 5 6
swap:
search:
                 4 3 3 9 2 4 3 1 2 1 8 9 6 5 6
                 433124312989656
swap:
search:
                 4 3 3 1 2 4 3 1 2 9 8 9 6 5 6
                 4 3 3 1 2 2 3 1 4 9 8 9 6 5 6
swap:
                 4 3 3 1 2 2 3 1 4 9 8 9 6 5 6 (left > right)
search:
swap with pivot: 1 3 3 1 2 2 3 4 4 9 8 9 6 5 6
```

Quick Sort: partitioning

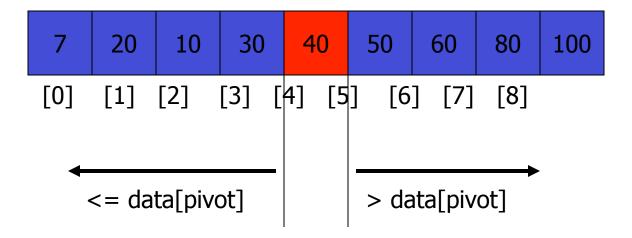


Example

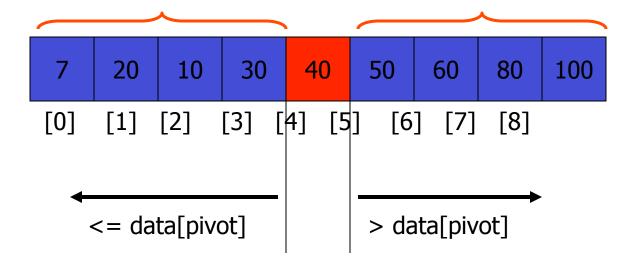
We are given array of n integers to sort:

40	20	10	80	60	50	7	30	100
----	----	----	----	----	----	---	----	-----

Partition Result

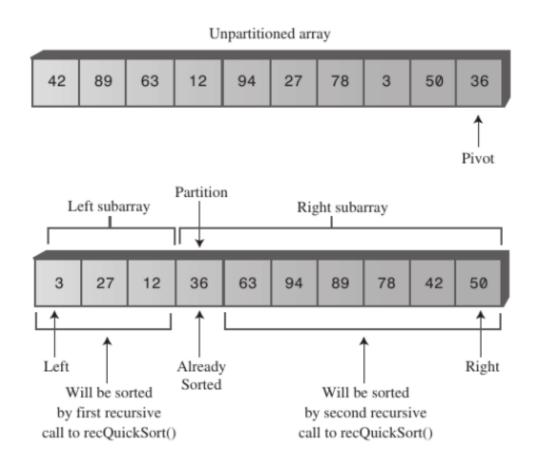


Recursion: Quicksort Sub-arrays



Partitioning the Array (Choosing the last one as pivot)

Using the last element as the pivot



Partition(last element as pivot)

```
public int partition(int arr[], int low, int high)
     int pivot = arr[high];
     int i = (low-1); // index determining the end of left partition
     for (int j=low; j<high; j++)
        if (arr[i] <= pivot) // arr[i] should be in the left partition
          j++:
          // swap arr[i] and arr[j]
                                                        What is the time complexity of
          int temp = arr[i];
                                                        partition method?
          arr[i] = arr[i];
          arr[j] = temp;
                                                                        O(n)
     // put the pivot in its place
     int temp = arr[i+1];
     arr[i+1] = arr[high];
     arr[high] = temp;
     return i+1;
```

Choosing Pivot

- For simplicity we used the last element as the pivot.
 - fine if the input is random
 - What happens if the array is sorted?
 - We will have a subarray of size 0 and a subarray of size n-1
 - n recursion levels \rightarrow O(n^2) total complexity
- Ideally we want to divide the array into halves
 - It makes log (n) recursion levels → O(n log n) total complexity

Quick Sort: Improvement

Picking a better pivot

- rather than picking the first/last as pivot:
 - drawback: if the array is already sorted, the partition will be biased to worst case: ~n²
 - Median of three elements:
 - It will be the best if we can find the median of the entire array, so to evenly partition into two halves
 - Unrealistic, so find the median of three elements for any subarray:
 - The first, middle and the last one
 - Pivot = median of a[0], a[n/2] and a[n-1]
 - a[0]=8, a[n/2]=3, a[n-1]=5, then the median is 5.

Partition(general, pivot isn't the last)

```
public int partition(int[] arr, int left, int right)
  int pivot = medianOfThree (arr[], left, right); // Pick pivot point
  while (left<= right) {
    while (arr[left] < pivot)
       left++:
    while (arr[right] > pivot)
       right--;
    // Swap elements, and update left and right
    if (left<= right) {</pre>
       int temp= arr[left];
       arr[left]= arr[right];
       arr[right]=temp;
       left++:
       right--;
return left:
```

You can find median of three with comparisons.

It is easier to put the median of the three at the end and use the previous partition code.

Quick Sort: performance analysis

- Best case: partition into evenly half
 - T(N)=T(N/2)+N (n is for the compares in partitioning)
 - proved to be NlogN (Merge sort)
- Worst case: two partitions are extremely biased, i.e. left subarray contains only 1 element, and right one contains the N-1
 - $T(N)=N+N-1+N-2+.....1=N(N+1)/2 \sim N^2$

Quick Sort: performance analysis

Average Case: (can be obtained by shuffling)

1.
$$T_N = N + 1 + (T_0 + T_1 + T_2 + T_{N-2} + T_{N-1})/N + (T_{N-1} + T_{N-2} + \dots + T_0)/N$$

2.
$$NT_N = N(N+1) + 2(T_0 + T_1 + \dots + T_{N-2} + T_{N-1})$$

3.
$$(N-1)T_{N-1}=(N-1)N+2(T_0+T_1+ \dots T_{N-3}+T_{N-2})$$

Subtract 2-3:

```
4. NT_{N}-(N-1)T_{N-1}=2N+2T_{N-1}

5. T_{N}/(N+1)=T_{N-1}/N + 2/(N+1)

=T_{N-2}/(N-1)+2/N+2/(N+1)

=T_{N-3}/(N-2)+2/(N-1)+2/N+2/(N+1)

=\dots

=T_{1}/2+2(1/3+1/4+1/5+\dots 1/(N+1))

6. T_{N} \sim 2(N+1)(1/3+1/4+1/5+\dots 1/(N+1)) \sim 2NlogN
```

the integral of function 1/x is logx

Stable Sort

- Stability: A sorting method is stable if it preserves the relative order of equal keys in the array.
- Is merge sort stable?
 - yes, items with equal keys appear in the same order as before

 It does not matter when the key=value, like list of integers,...

- Example
 - key=student names, value= section in this course

Summary on Sorting Algorithms

Algorithm	Best Case	Average Case	Worst Case	In-Place?	Stable?
Selection	$O(N^2)$	$O(N^2)$	$O(N^2)$	Yes	No
Insertion	O(N)	$O(N^2)$	$O(N^2)$	Yes	Yes
Bubble	$O(N^2)$	$O(N^2)$	$O(N^2)$	Yes	Yes
Merge	O(NlogN)	O(NlogN)	O(NlogN)	No	Yes
Quick	O(NlogN)	O(NlogN)	$O(N^2)$	Yes	No

Closing Remarks on Sorting

- Hybrid Approach
 - Do quick sort, but switch to insertion sort if array is small (around 10 elements).
- All the algorithms we discussed so far were based on comparisons.
 - You cannot do better than O(n logn) in a comparison based sorting algorithm.

Closing Remarks on Sorting

- There are non-comparison based algorithms
 - Counting sort
 - Gives O(n+k) if elements are in range 1 to k
 - Needs additional space to save counts
 - Radix sort
 - Sort digit by digit from least significant to the most significant digit.
 - Uses counting sort every time.
 - Does it matter to use a stable sort for every digit?
 - Yes, otherwise it may undo the previous sort step.
 Example: 5, 29, 21

System sort

- import java.util.Arrays;
- int[] a = new int(10);
- Arrays.sort(a);
- Property:
 - Different sorting algorithm for different data types;
 Typically, 3-way quick sort for primitive data types and Merge-sort for reference type.
 - Trade speed and memory usage for stability (primitive data type) and guaranteed performance (reference type)
 - A method that data types that implements Comparable interface
 - A method that uses Comparator.